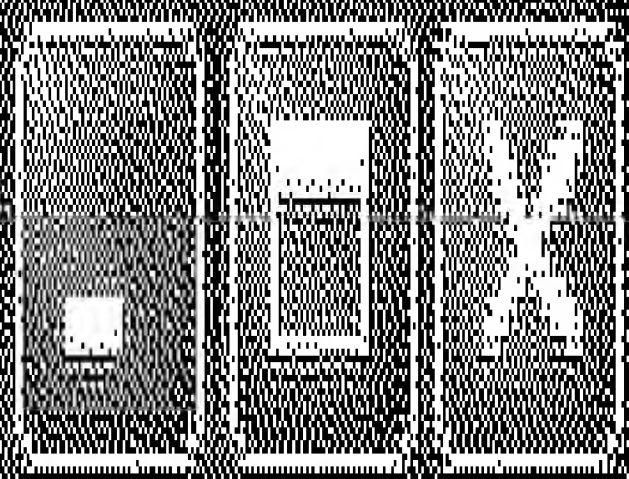


```
#include "CUIparam.h"
void main()
{
    CUIChar Param("Test");
    Param = "Hello World";
    while ( Param != "End" )
    {
        Sleep(100);
    }
}
```

Fig. 1

New Parameters...



Hello World

Fig 2



Fig 3

```
#include "CUIparam.h"

void main()
{
    CUIint FirstNumber("A");
    CUIint SecondNumber("B");
    CUIint SumOfTwoNumbers ("Sum of A and B", CUI_NOT_EDITABLE);
    // Set initial values
    FirstNumber = 1;
    SecondNumber = 2;
    while( !CUISleep(100) )
        SumOfTwoNumbers = FirstNumber + SecondNumber;
}
```

Fig. 4

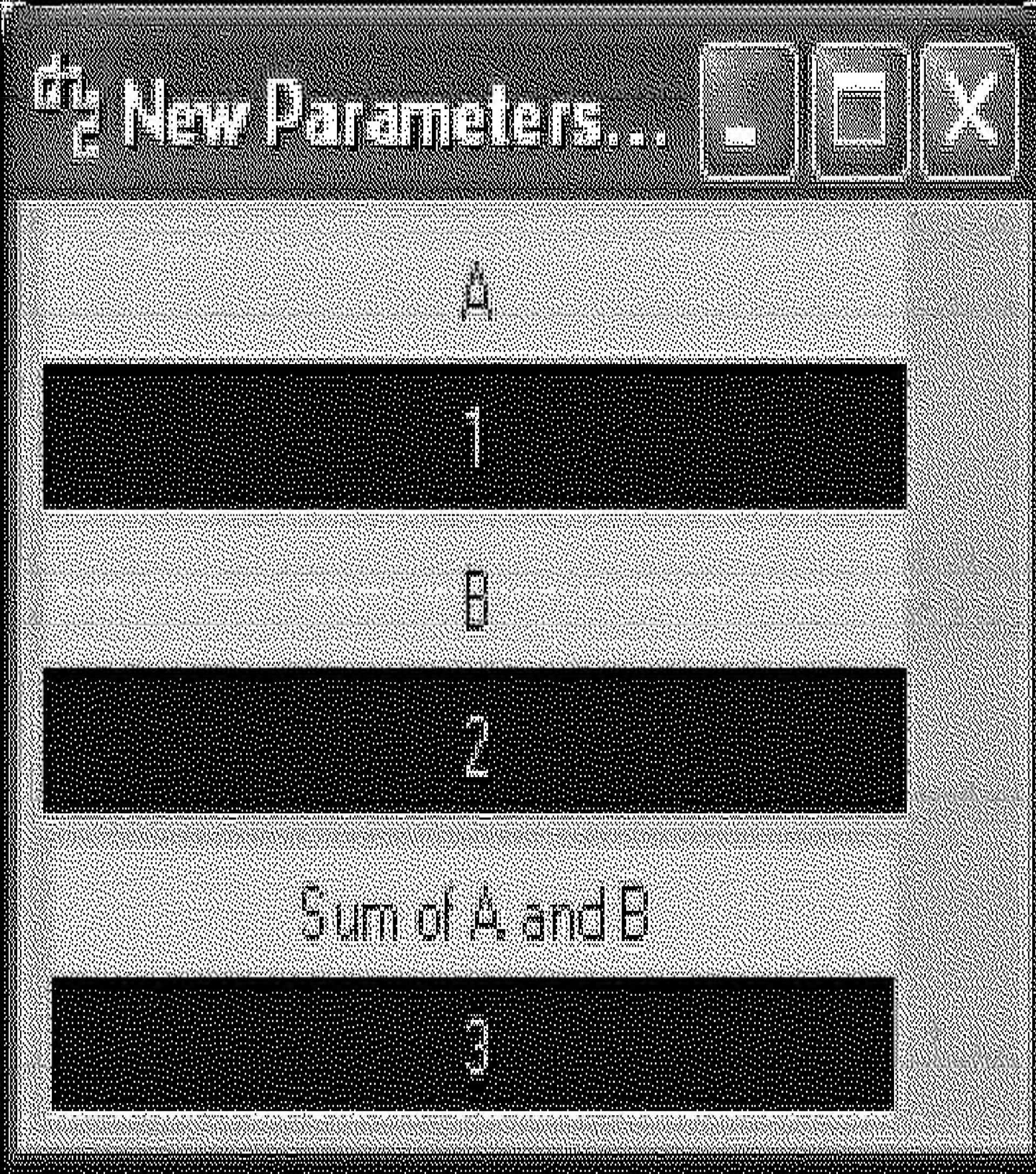


Fig. 5

New Parameters...

A
2

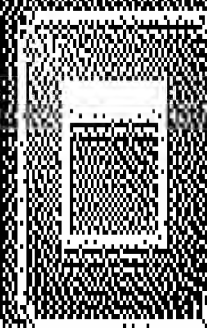
B
3

Sum of A and B

5

Fig. 6

the Sum of A and B



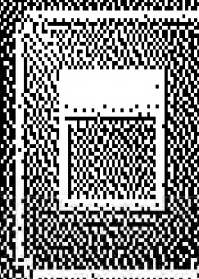
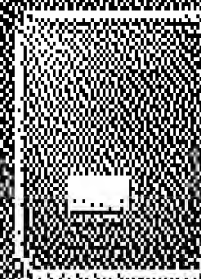
2

3

5

Fig. 7

Sum of A and B



2

2

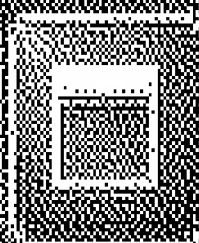
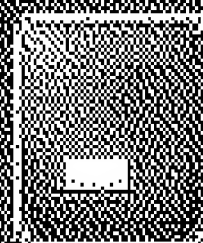
3

3

6

Fig. 8

the Sum of A and B



A = 2

B = 3

5

Fig. 9

1. Variable Name: Character string
2. Variable Type, possible values are
 - 2.1. Integer Value
 - 2.2. Double Value
 - 2.3. Character value
 - 2.4. Array of Integer Values
 - 2.5. Array of Double values
 - 2.6. Array of Character Values
3. Actual Value(s)
4. Variable attributes (combination of the following options):
 - 4.1. It is an editable variable and can be modified by CUI Viewer or can be used only for display by CUI Viewer
 - 4.2. Callback Type: standalone function or virtual class function
5. Callback address
6. Value Size
7. Number of Values
8. Minimum Value
9. Maximum Value
10. Reference to the Array of possible values (Address of another variable with Variable Type (Field 2) "Array of ...")
11. CUIObject Address

Fig. 10

1. Address of the next CUIObject or NULL
2. Application Index
3. Address of the first child CUIObject
4. Address of this CUIObject owner
5. Address of the previous CUIObject or NULL
6. Horizontal position
7. Vertical position
8. Show mode: Hide, Show
9. Position Alignment
10. X Percent position
11. Y Percent position
12. CUIObject Status: New, Created, Positioned
13. Background Color
14. Font Color
15. Text position alignment
16. Window Style: TOPMOST, NOT TOPMOST
17. CUIObject Type: Dialog Frame, Menu Frame, Child Object
18. CUIObject Action Type: Pulldown menu, Slider
19. Reference to parameter (address of the corresponding CUIParamEntry class)
20. CUIObject Name
21. Show Name
22. Parameter value in text form
23. Model Name
24. CUIObject ID
25. Handle to window
26. Bitmap Address
27. Minimum parameter value
28. Maximum parameter value
29. Increment on button pressed
30. List index value
31. Position Shift Requested
32. Position Shift Applied
33. Font Index
34. Address of the next Same Name CUIObject
35. Address of the previous Same Name CUIObject

Fig. 11

1. Select CUI Widget
2. Convert CUI Widget to...
3. Set CUI Widget attribute values
4. Add CUI Widget after selected CUI Widget
5. Insert CUI Widget inside selected CUI Widget
6. Add CUI Dialog
7. Add CUI Button
8. Add CUI Menu
9. Delete CUI Widget
10. Duplicate CUI Widget
11. Start CUI Record/Play
12. Stop CUI Record/Play

Fig. 12